SNSP-LZ-UKV

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

SONY
IMAGESOFT™

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Before the dawn of history, in an age when great sorcerers walked the lands and mystic creative abounded, the world existed in a constant state of turmoil and war.

The evil Ashura and his powerful warlords waged an eternal war to crush the Mystic Pantheon and stamp out the light of reason once and for all.

Eventually a great sorcerer, Sky-Lord, arose and defeated Ashura, banishing him from realm forever. Centuries passed, cities rose and fell and eventually even the great deeds of the Mystic Pantheon and the evil of Ashura passed into legend.

Until one day, a gifted apprentice sorcerer inadvertently freed Ashura from imprisonment. One by one Ashura began to capture and irrevocably transform the descendants of the Mystic Pantheon, making them his evil warlords.

As the last free descendant, you are Sky, set upon a quest to free the young sorceress Arianna and face Ashura in mortal combat to end his tyrannical rule once and for all.

STARTING UP

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

2. Make sure the power switch is OFF. Then insert the SKYBLAZER Game Pak, label facing front, into the system slot.

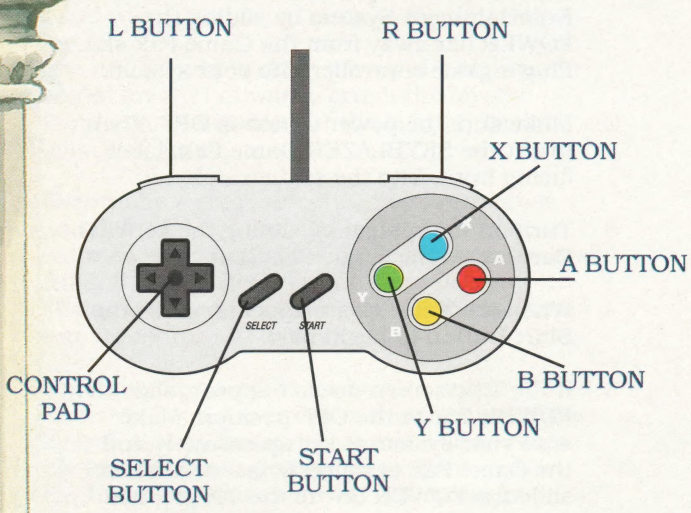
3. Turn on the system by sliding the POWER Bar toward the Game Pak SLot.

4. When the Title Screen appears, press the Start Button to begin play.

5. If the Title screen doesn't appear, slide the POWER Bar to the OFF position. Make sure your system is set up correctly and the Game Pak is properly inserted. Then slide the POWER Bar to the ON position again.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing a Game Pak.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:

- ▲ Control Pad UP,
- ▶ Control Pad RIGHT,
- ▼ Control Pad DOWN,
- ◀ Control Pad LEFT,

Control Pad

GAME CONTROL SUMMARY

How To Start, Pause And Restart Game:

Press the Start Button to begin play.

While the game is in-play, press the Start Button to pause.

While the game is paused, press the Start Button to restart the game so you may resume play.

How To Move Around:

Use Control Pad LEFT and Control Pad RIGHT to move Skyblazer left and right across the screen.

Use Control Pad UP and Control Pad DOWN to climb up and down walls on which Skyblazer is hanging

When not hanging on walls, Control Pad DOWN lets you crouch.

Control Pad DOWN and LEFT together or Control Pad DOWN and RIGHT together let you move left and right while crouching.

How To Jump:

Press B Button.

How To Punch, Kick And Make A Flying Kick:

Press the Y Button to punch. You can even punch while crouching down (Control Pad DOWN).

Tap the Y Button three times quickly and you'll deliver a swift combo of punches-ending up with a roundhouse.

Press the Y Button while jumping (B Button) to execute a flying roundhouse.

How To Use Your Current Special Power:

Press the X Button to fire or use your current activated Special Power. (See Special Powers section of this manual for full listing and details of all Special Powers).

How To Change Your Current Special Power:

Your currently active Special Power(shown in the Special Power Window at the top-centre edge of the screen) can be switched with any other Special Power you've earned and have stored in your arsenal. Use the L Button or R Button to cycle through all your available Special Powers - the more bosses you destroy, the more Special Powers will be made available to you.

GETTING STARTED

Press the Start Button at the SKYBLAZER Title Screen to get to the Game Selection Screen

GAME SELECTION

At the Game Selection Screen, You'll have the opportunity to START a new game or resume a game-in-progress using the PASSWORD feature.

Use Control Pad UPor DOWN to highlight the option you'd prefer and then press B Button to make your selection.

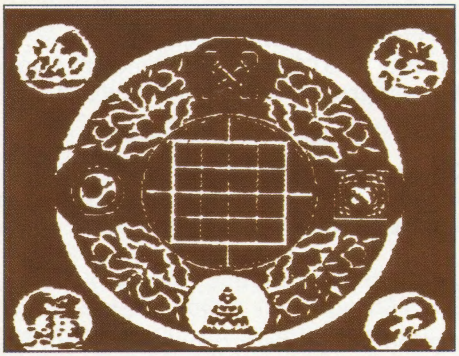
START

This option lets you start the game fresh from the very beginning.

PASSWORD

If you lose all of your lives during the game, you will be returned to one of the shrines and shown a mystic pattern on the wall behind the old man.

This code enables you to return to the beginning of the sage you were in before losing all your lives. The code you receive will be shown in a grid that looks likes this:



There are three kinds of items placed in different squares of the grid. The items-placed exactly where they are-make up the code that lets you go back to your last page.

Write down-or draw-your code...exactly!

To use this code at a later date, select PASSWORD at the Game Selection Screen-you'll be taken directly to the shrine with a blank grid showing on the wall.

Fill the grid with your code by pressing Control Pad UP, DOWN, RIGHT or LEFT to highlight a square where you need to place one of the three symbols.

Press the Y Button to enter a in that square

Press the X Button to enter a in that square

Press the B Button to enter a in that square

Press the A Button to erase any symbol and return the square to blank.

Use the Control Pad to move from square to square, filling in all the symbols of your code-using the buttons described above.

When your complete code is entered on the grid, press Start Button to resume play at the last stage you reached.

If you hear a scream when you hit Start, that means your code is not valid...check to make sure you entered it exactly as it was.

IN THE GAME

On the Main Game Screen, here's where you get important information on your current game:

1. ENERGY METER

This meter shows how much energy you have remaining in your current life. You can restore you energy by picking up these Green Vials along your journey:

The large green vials restores 4 power points to your meter, and the small ones award 1 power point each.

As you proceed through more and more stages and gain experience, the number of power points you can have in the meter at one time will increase.

2. SPECIAL POWER

This window displays the icon for the special power Sky is currently prepared to use. The powers can be changed by cycling through the icons at any time during game play.

3. GATHERED MYSTICAL ENERGY

Just as one would expect, even magic has a price. This meter shows just how much mystical energy you have available to utilise your special powers. Every power uses some portion of your energy, so budget it wisely.

If you drain off all of your mystic energy, do not worry, it can be replenished by gathering the red vials that you will encounter during your quest.

4. REMAINING LIVES

Some heroes die hard. Sky can amass many lives as he seeks out his destiny, this displays how many remain.

5. GOLDEN CRYSTALS

This meter displays the number of golden crystals you have collected thus far on your journey. In your travels you will see many a crystal, each resembling this:

Each larger crystal is worth ten of the small ones, and if you can amass 100 crystals at one time, you will be granted an extra life.

SPECIAL POWERS

Skyblazer earns special powers as he defeats the level bosses on his journey to Raglan's Citadel. Powers can be used for attacks, defence and to find exits. Each special power requires a certain amount of energy to perform.. The required energy for special powers are displayed by the

Here are the special powers and the number of energy points consumed by their use:

Special Powers	Energy Points
DRAGON SLASH	I
COMET FLASH	II
HEAL POWER	II
STARFIRE	II
TIME STOP	II
LIGHTING STRIKE	II
WARRIOR FORCE	II
FIERY PHOENIX	III

THE THREE CONTINENTS

There are three continents in this mystic realm you explore. Your travel begins near the Shrine of the Wandering Soul on the southeast continent. When you have completed you journey on this island, you will fly to the main continent to seek out your destiny and enhance your power.

Once you have flown across the great waters, there is no turning back!

TRAVELLING TO DIFFERENT CONTINENTS

The only way to travel between continents is to fly. While in flight you may collect golden crystals that may eventually lead to extra lives for your journey. But beware the occasional spiked spheres left behind by the warlords...they can cut your flight short.

MOVING AROUND ON THE ISLAND

Use the Control Pad to move the character along paths. When encountering a landmark icon, press any button to enter that destination.

SPECIAL CONTROLS

Flying (Side Scrolling)

Press the B Button to keep the character airborne. Use the Control Pad to move around. Press the Y Button to fire ammunition at enemies.

Swimming

The controls for swimming are the same as those on land, except there is no need to jump.

Climbing Trees

To climb trees, use the B Button to jump into them, and then continue to Press the B Button to move up through the trees.

SOME USEFUL HINTS

Even the finest of heroes can benefit from a smattering of common wisdom:

1 Be patient and use your head. Remember even the most heroic fool is still just a fool.

2. Master the art of grabbing and climbing walls. The skill may not come easy, but hard practice will save you from hard landings.

3. Make sure to take full advantage of your powers, whatever they may be. Villains do not hold back, why should you?

Columbia Tristar Home Video UK
Horatio House, 4th Floor, 77-85 Fulham Palace Road, London W6 8JA

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